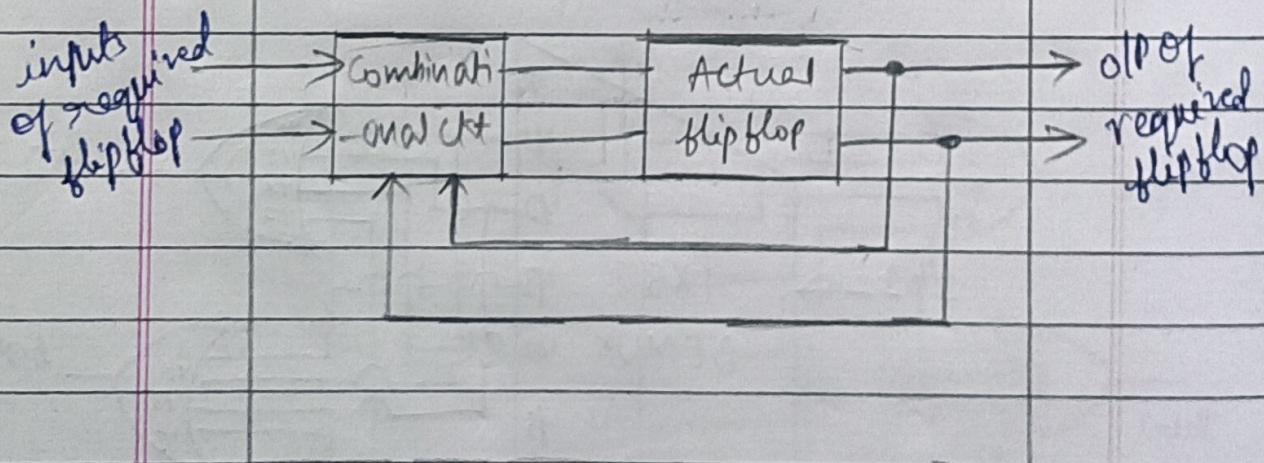


## FLIP-FLOP CONVERSIONS

- Converting one flip-flop into another flip-flop by adding some additional logic to the available flip-flop.
- Steps for flip flop conversion :-
- ① Determine the required flip flop
  - ② Draw the truth table of required flip flop.
  - ③ With the help of excitation table of the available flip flop, determine the inputs to be applied for obtaining the required output.
  - ④ Get the expressions of the input using K-Maps.
  - ⑤ Implement the circuit by connecting the addition logic to the available flip flop.

$$nid \oplus q \oplus D = \text{next}$$

$$nid \bar{s} + nid \bar{d} + d\bar{s} = \text{next}$$



1. SR flipflop to other flip-flops

① SR to JK flipflop

→ The required flipflop is JK flipflop.

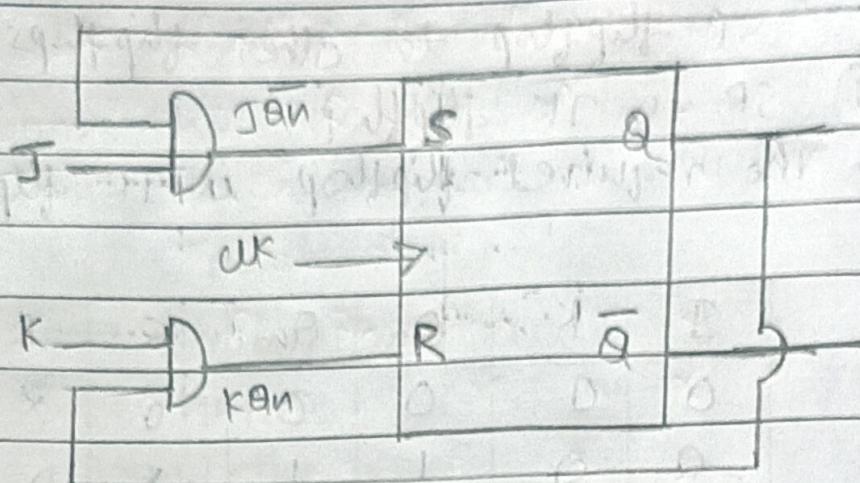
→

J	K	$Q_n$	$Q_{n+1}$	S	R
0	0	0	0	0	X
0	0	1	1	X	0
0	1	0	0	0	X
0	1	1	0	0	1
1	0	0	1	1	0
1	0	1	1	X	0
1	1	0	1	1	0
1	1	1	0	0	1

→ K-Maps

S	J	K	$Q_n$	00	01	11	10	0
0	1	X	1	0	1	1	0	$S = \bar{J} \bar{Q}_n$
1	1	X	1	1	1	0	1	

R	J	K	$Q_n$	00	01	11	10	0
0	X			1		X		$R = K \bar{Q}_n$
1	1			1	1	1	1	



SR to JK flip flop

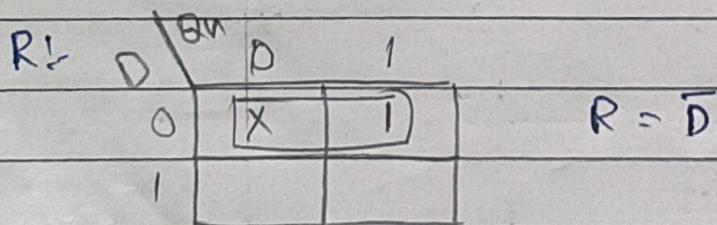
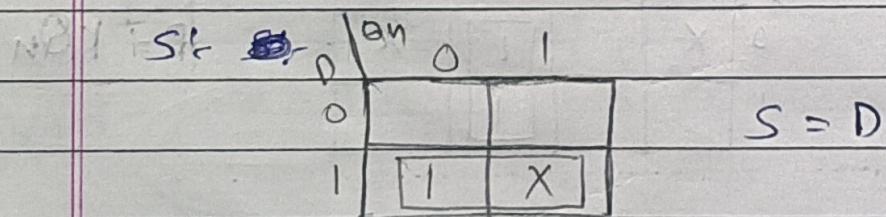
② SR to D flip flop

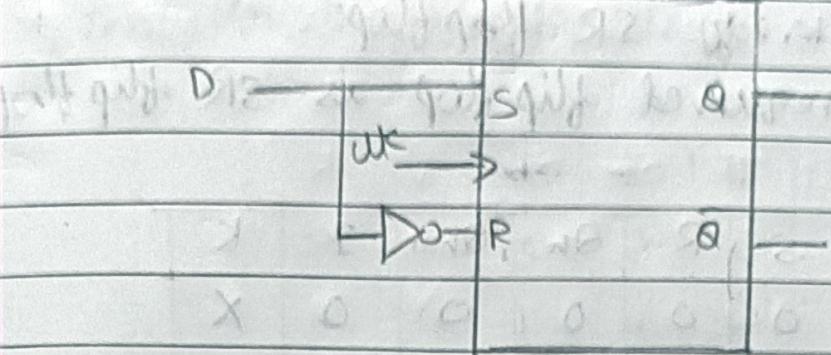
→ The required flip flop is D-flip flop

→

D	S̄n	Q <sub>n+1</sub>	S	R	
0	0	0	0	X	29/24-7 ←
0	1	0	0	1	→ 2
1	0	1	1	0	
1	1	1	X	0	

→ K-Maps





$\times \text{ SR to } D\text{-flipflop}$

③  $\text{SR to } T\text{-flipflop}$

$\rightarrow$  the required flip flop is  $T\text{-flipflop}$

$\rightarrow$

$T$	$Q_{in}$	$Q_{out}$	$S$	$R$
0	0	0	0	X
0	1	1	X	0
1	0	1	1	0
1	1	0	0	1

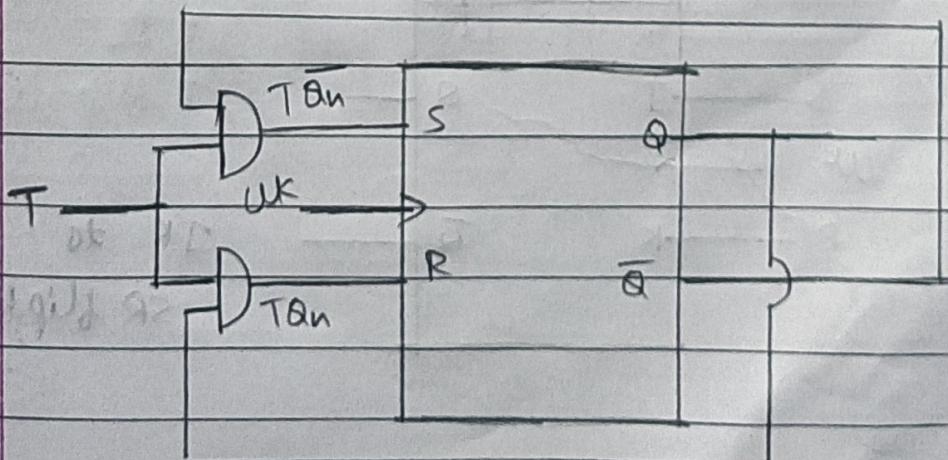
$\rightarrow$  K-Maps for  $S$  and  $R$

$T$	$Q_{in}$	0	1
0	0	X	
1	1	1	

$$S = T \bar{Q}_{in}$$

$T$	$Q_{in}$	0	1
0	0	X	
1	1		1

$$R = T Q_{in}$$



$\text{SR to } T\text{-flipflop}$

Q. JK flip flop to other flipflops

① JK to SR flipflop

→ The required flip flop is SR flip flop

→

S	R	$Q_n$	$Q_{n+1}$	T	K
0	0	0	0	0	X
0	0	1	1	X	0
0	1	0	0	0	X
0	1	1	0	X	1
1	0	0	1	1	X
1	0	1	1	X	0
1	1	0	X	X	X
1	1	1	K	X	X

→ K-Maps

$$J = S \quad X \quad 0 \quad 0 \quad 0 \quad 0$$

J's		S   R <sup>Q_n</sup>					
		00	01	11	10		
0	0	X	X	1	0		
1	1	X	X	0	X		

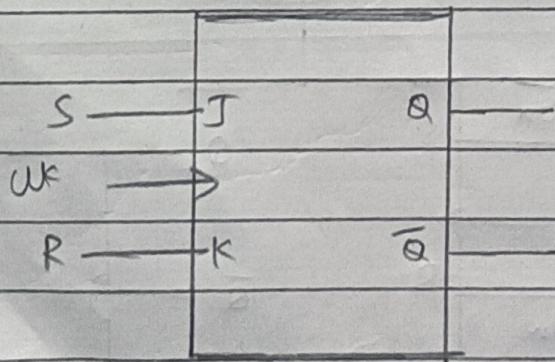
$$J = S$$

K's		S   R <sup>Q_n</sup>					
		00	01	11	10		
0	X			1	X		
1	X			X	X		

$$K = R$$

NOT = ?

NOT = ?



JK to

SR flip flop

Q2 JK to D flip flop

→ the required flip flop is D flip flop

→

D	$Q_n$	$Q_{n+1}$	J	K	
0	0	0	0	X	
0	1	0	X	X	
1	0	1	X	X	
1	1	1	X	0	

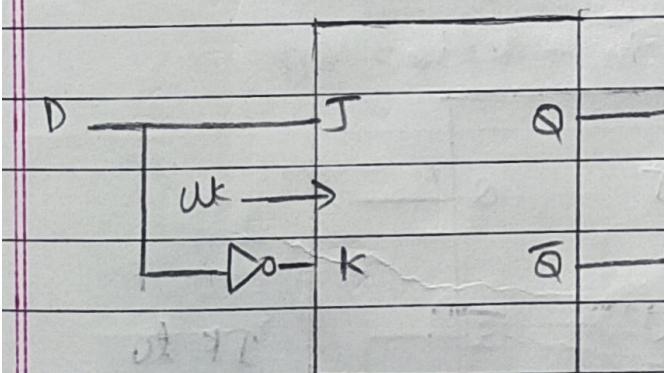
→ K-Maps

JK	T	$Q_n$	$Q_{n+1}$	
00	0		X	
11	1	1	X	

$$J = \overline{Q}_n D$$

JK	D	$Q_n$	$Q_{n+1}$	
00	0	X	1	
11	1	X		

$$K = \overline{D}$$



JK as

D flip flop

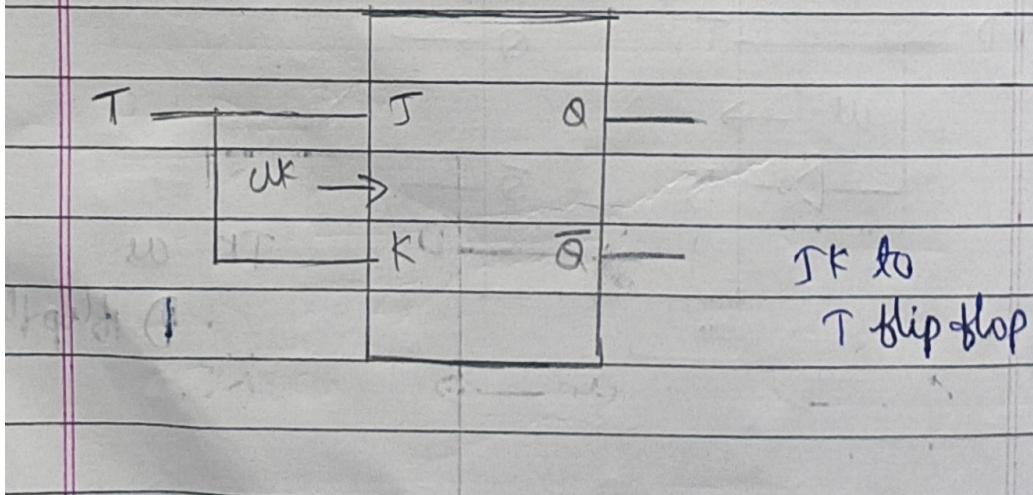
③ JK to T flip flop  
 → the required flip flop is T flip flop  
 →

T	$\Theta_n$	$\Theta_m$	J	K
0	0	0	0	X
0	1	1	X	0
X	0	1	1	X
1	1	0	X	1

→ K-Maps

JK		T		$\Theta_n$	$\Theta_m$	
0	1	0	1			
0		X				J=T
1		1	X			

JK		T		$\Theta_n$	$\Theta_m$	
0	1	0	1			
0		X				K=T
1		X	1			



3. D flip flop to other flip-flops

① D to SR flip flop

→ the required flip flop is SR flip flop

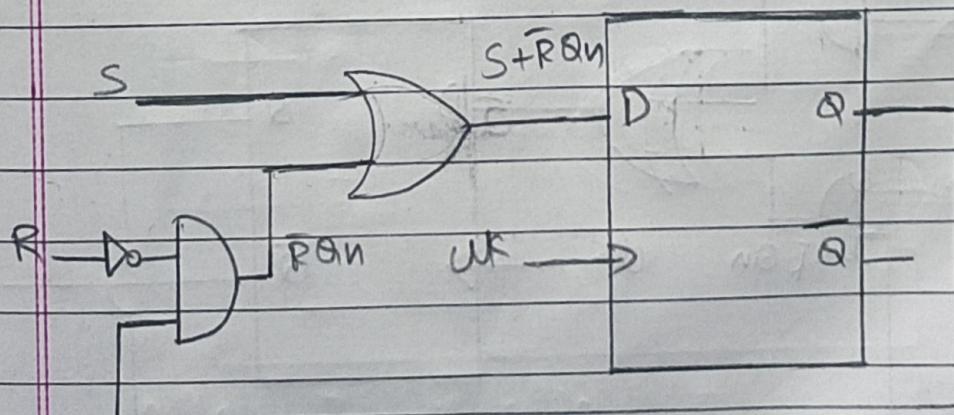
→

S	R	$\bar{Q}n$	$Qn$	D	$Q$	$\bar{Q}$
0	0	0	0	0	0	0
0	0	1	1	1	1	0
0	1	0	0	0	1	0
0	1	1	0	0	0	1
1	0	0	1	1	0	1
1	0	1	1	1	1	1
1	1	0	X	X	1	1
1	1	1	X	X		

→ K-Map

D	S	R	$\bar{Q}n$	00	01	11	10
0				1			
1				1	1	X	X

$$D = S + \bar{R}\bar{Q}n$$



D to SR flip flop

Q) D to JK flip flop

→ the required flip flop is JK flip flop

→

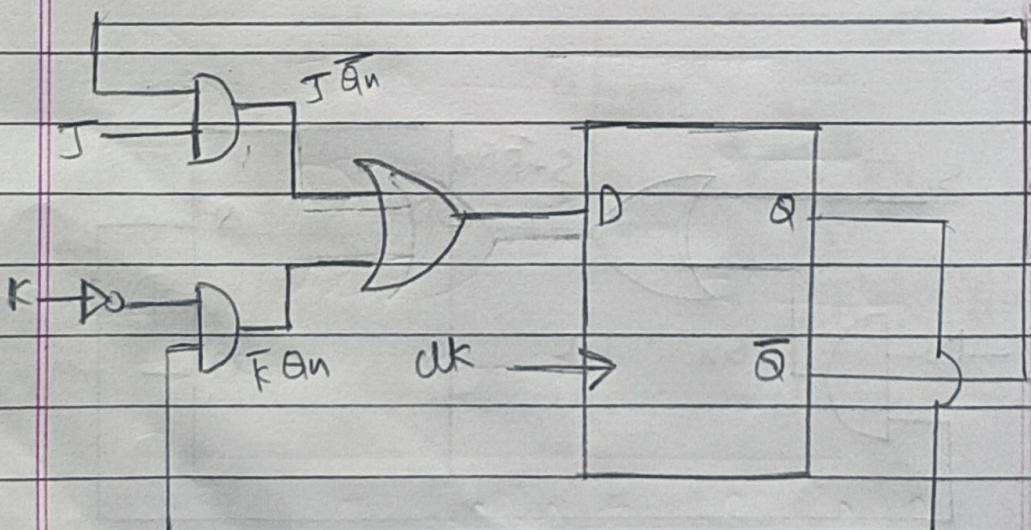
J	K	$\bar{Q}_n$	$Q_n$	D
0	0	0	0	0
0	0	1	1	1
0	1	0	0	0
0	1	1	0	1
1	0	0	1	1
1	0	1	1	0
1	1	0	1	0
1	1	1	0	1

X X X 1 1 1

→ K-Map

D:	J	K	$\bar{Q}_n$	00	01	11	10
0	1						
1	1	1	1	1	1	1	1

$$D = J\bar{Q}_n + \bar{K}Q_n$$



### ③ D to T flip flop

→ the required flip flop is T flip flop

→

T	$Q_n$	$Q_{n+1}$	D
0	0	0	0
0	1	1	1
1	0	1	1
1	1	0	0

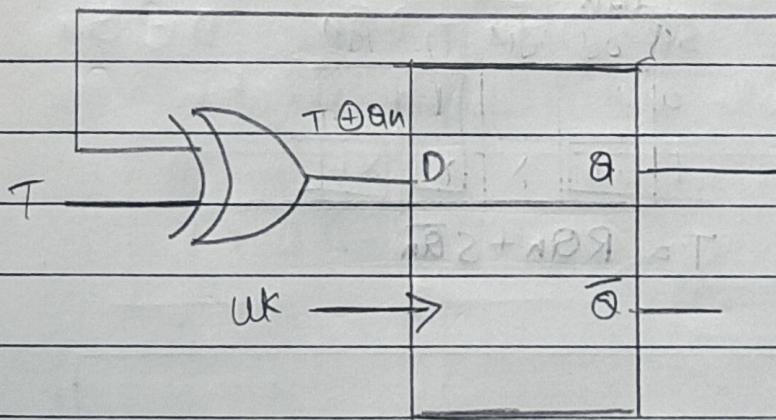
| D = 1 + 1 + 0 |

→ K-Map

$$D := T \oplus Q_n \quad D = T \bar{Q}_n + \bar{T} Q_n$$

0		1	X	0	D = T $\oplus$ $Q_n$
1	1	X	X	1	1

K-Map



D to T flip flop

4. T flip flop to other flip flops

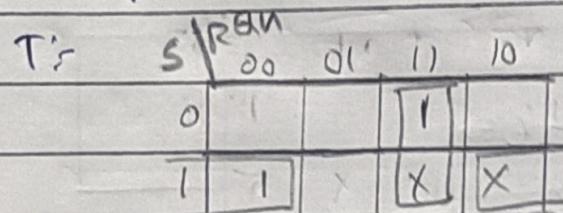
① T to SR flip flop

→ the required flip flop is SR flip flop

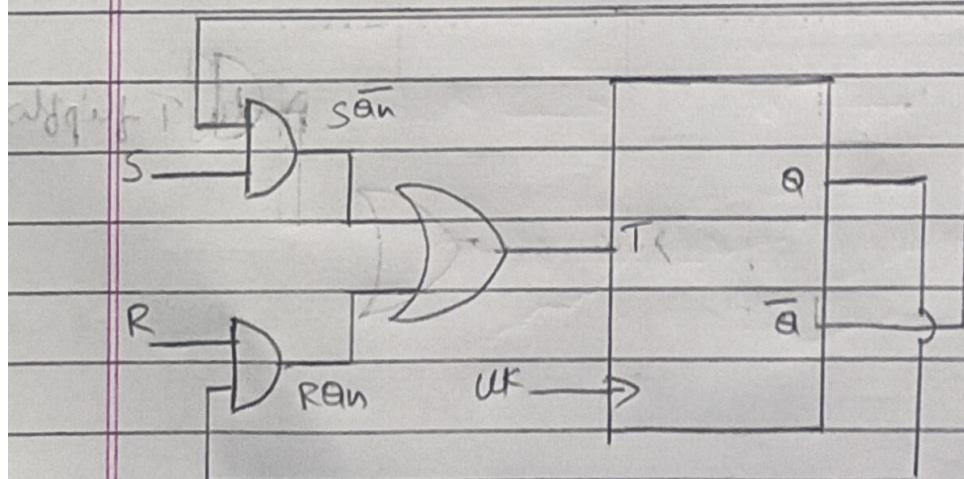


S	R	$\bar{Q}_n$	$Q_n$	T
0	0	0	0	0
0	0	1	1	0
0	1	0	0	0
0	1	1	0	1
1	0	0	1	1
1	0	1	1	0
1	1	0	X	X
1	1	1	X	X

→ K-Map



$$T = \bar{R}Q_n + S\bar{Q}_n$$



T flip flop to SR flip flop

② T to JK flip flop

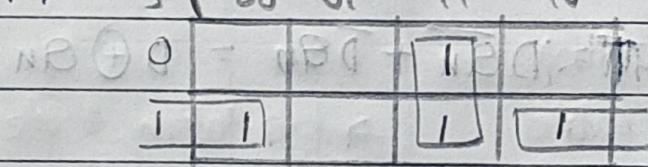
→ the required flip flop is JK flip flop.

→

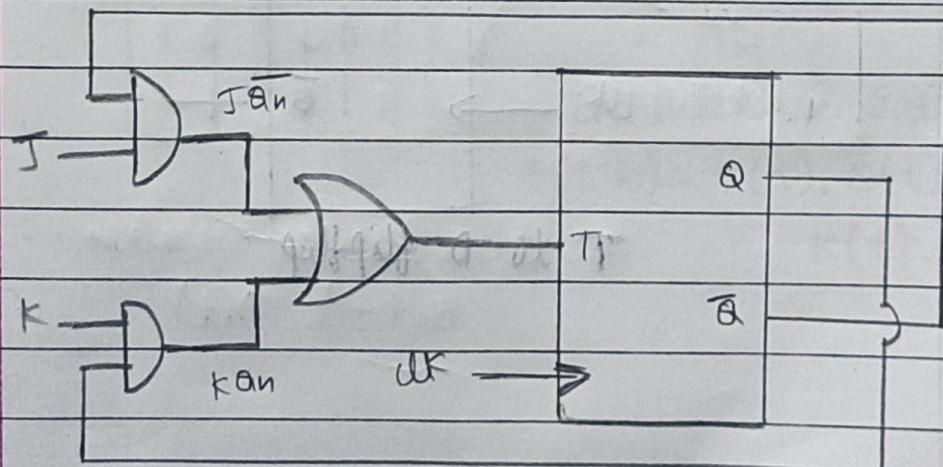
	J	K	$\bar{Q}_n$	$Q_n$	T	
	0	0	0	0	0	
	0	0	1	1	0	
	0	1	0	0	0	
	0	1	1	0	1	
	1	0	0	1	1	
	1	0	1	1	0	
	1	1	0	1	1	
	1	1	1	0	1	

→ K-Map

$$T = \overline{J} \bar{Q}_n + K Q_n$$



$$T = \overline{J} \bar{Q}_n + K Q_n$$



③ T to D flip flop

→ The required flip flop is D flip flop

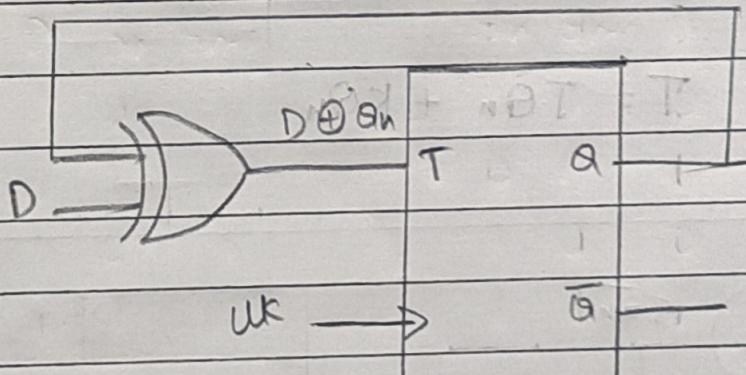


D	$\Theta_n$	Anti	T	
0	0	0	0	0
0	1	0	1	0
1	0	1	1	0
1	1	1	0	1
			1	0
			0	1

→ K-Map

		0	1	1	0	1
T	r	D	$\Theta_n$	0	1	1
0				0	1	1
1				1	1	0

$$\overline{T} = \overline{D} \overline{\Theta_n} + \overline{D} \Theta_n = D \oplus \Theta_n$$



T to D flip flop

## \* TRUTH TABLE Vs EXCITATION TABLE

- Truth table gives the information about the output for a specific combination of input signals.
- Excitation table gives the information about the set of inputs to be applied for getting a specific output. Excitation table will be very helpful for designing sequential circuits.

### ① JK Flipflop:-

→ Truth Table :-

	J	K	Qn	Qn+1
0	0	0	0	0
0	0	1	1	0
0	1	0	0	1
0	1	1	0	X
1	0	0	1	1
1	0	1	1	X
1	1	0	1	0
1	1	1	0	0

→ Excitation Table :-

Qn	Qn+1	J	K
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

Characteristic equation :-

$$Q(t+1) = J(t) \cdot \bar{Q}(t) +$$

$$K(t) \cdot Q(t)$$

$$(J)Q - (1+J)P$$

## ② SR flip-flop

→ Truth Table

S	R	Q <sub>n</sub>	Q <sub>n+1</sub>
0	0	0	0
0	1	0	1
1	0	1	0
1	1	0	X
1	1	1	X

characteristic equation

$$Q(t+1) = Q(t) \cdot R(t) + S(t)$$

## ③ D Flip-flop

→ Truth Table

→ Excitation Table

S	D	Q <sub>n</sub>	Q <sub>n+1</sub>
1	0	0	0
0	0	1	0
1	0	1	1
0	1	0	1
0	1	1	1

characteristic equation:

$$Q(t+1) = D(t)$$

④ T- flipflop

→ Truth Table

→ Excitation Table

T	Q <sub>n</sub>	Q <sub>n+1</sub>		Q <sub>n</sub>	Q <sub>n+1</sub>	T
0	0	0		0	0	0
0	1	1		0	1	1
1	0	1		1	0	1
1	1	0		1	1	0

Characteristic equation :-

$$Q(t+1) = Q(t) \wedge T(t)$$